

ABSTRACT

A software architecture for pipeline systems in which data objects are transferred from one processing object to another via queues corresponding to each processing object.

5 In the present invention, the destination queue for a data object is determined by having the current processing object query a pointer object corresponding to the data object rather than by programming it into the current processing object. In this way, the data objects determine
0 their own command paths. The destination processing objects may be determined responsively to an outcome state following the current processing object's handling of the data object. For example, the path object may point to one destination processing object if a result of the current
5 processing object's process was normal and another if faulty.

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